

CSc 174

# Database Management Systems

## 12. Introduction to Transaction Processing Concepts and Theory

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# Transaction

## ◆ Operations to access a database

- read –retrieval
- write - insert or update
- Delete

## ◆ Transaction

- A logical unit of database processing that includes one or more access operations

# Simple Model of a Database

For purposes of discussing transactions

- ◆ A database

- collection of named data items

- ◆ Granularity of data

- a field, a record , or a whole disk block

- ◆ Basic operations are read and write

- `read_item(X)`
- `write_item(X)`

# Read

## ◆ **read\_item(X):**

Reads a database item named X into a program variable. To simplify our notation

*we assume that the program variable (in main memory) is also named X.*

## ◆ **read\_item(X) command includes the following steps:**

1. Find the address of the disk block that contains item X.
2. Copy that disk block into a buffer in main memory (if that disk block is not already in some main memory buffer).
3. Copy item X from the buffer to the program variable named X.

# Write

## ◆ write\_item(X)

Writes the value of program variable X into the database item named X.

# Write (Cont.)

◆ `write_item(X)` command includes the following steps:

1. Find the address of the disk block that contains item X.
2. Copy that disk block into a buffer in main memory (if that disk block is not already in some main memory buffer).
3. Copy item X from the program variable named X into its correct location in the buffer.
4. Store the updated block from the buffer back to disk (either immediately or later).

# Examples

(a)  $T_1$

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read\_item ( $X$ );  
 $X := X - N$ ;  
write\_item ( $X$ );  
read\_item ( $Y$ );  
 $Y := Y + N$ ;  
write\_item ( $Y$ );

(b)  $T_2$

---

read\_item ( $X$ );  
 $X := X + M$ ;  
write\_item ( $X$ );

# More about a transaction

- ◆ A **transaction** is an atomic unit of work that is either completed in its entirety or not done at all.
- ◆ Balance Transfer Example



# Properties of Transactions

## ACID properties:

- ◆ **Atomicity:** A transaction is an atomic unit of processing; it is either performed in its entirety or not performed at all.
- ◆ **Consistency preservation:** A correct execution of the transaction must take the database from one consistent state to another.
  - A consistent state of the database satisfies the constraints specified in the schema as well as any other constraints that should hold on the database.

# Properties of Transactions (Cont.)

## ACID properties (cont.):

- ◆ **Isolation:** A transaction should appear as if it is being executed in isolation from other transactions. That is, the execution of a transaction should not be interfered with by any other transactions executing concurrently.
- ◆ **Durability or permanency:** Once a transaction changes the database and the changes are committed, these changes must never be lost because of subsequent failure.

# Information of a Transaction

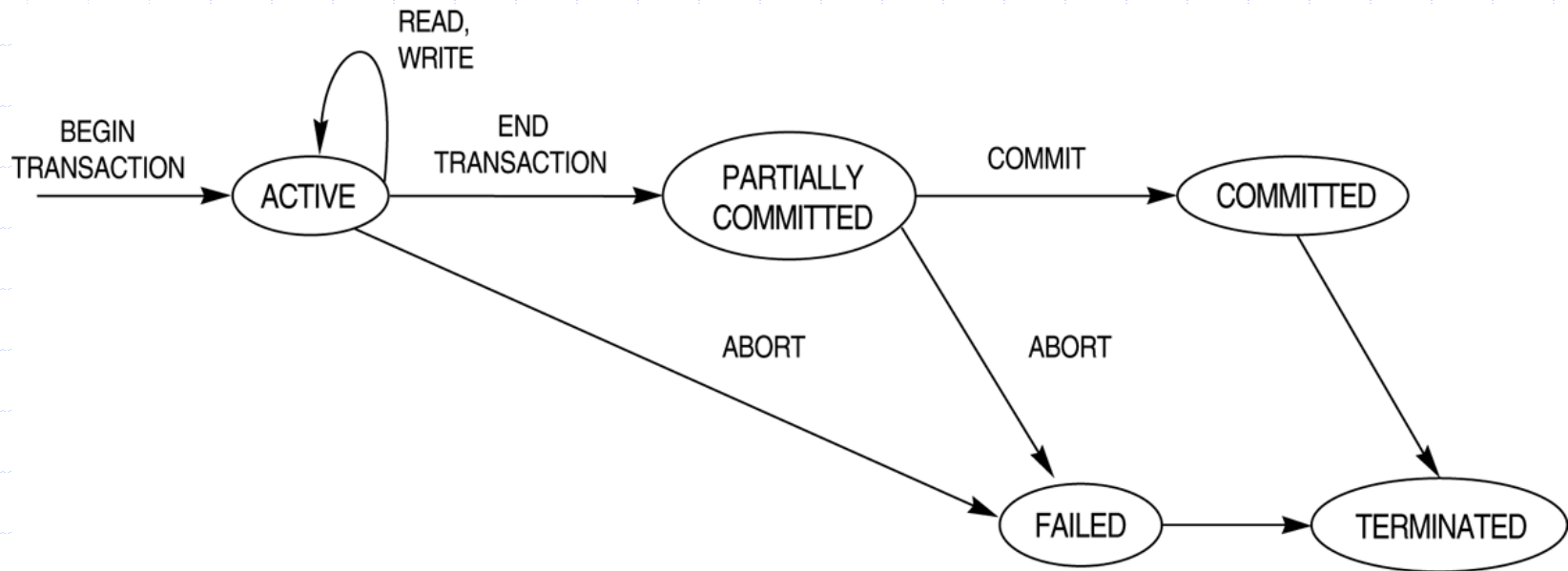
## ◆ Important information of a transaction

- **begin\_transaction:** This marks the beginning of transaction execution.
- **read or write:** These specify read or write operations on the database items that are executed as part of a transaction.
- **end\_transaction:** All the read and write transaction operations have ended

# Information of a Transaction (Cont.)

- ◆ **commit\_transaction:** This signals a *successful end* of the transaction so that any changes (updates) executed by the transaction can be safely load to the database
- ◆ **Rollback (or abort):** This signals that the transaction has *ended unsuccessfully*, so that any changes or effects that the transaction may have applied to the database must be *undone*.

# States for transaction execution



# Failure

- ◆ Can a transaction fail?
- ◆ Failure modes

# Failure Modes

## ◆ Erroneous Data Entry

- E.g. Mistypes one digit of a phone number.

## ◆ Media Failures

- E.g. head crashes

## ◆ Catastrophic Failure

- Media completely destroyed.
- E.g. fire

# Failure Modes (Cont.)

## ◆ System Failures

- E.g. power loss, software errors
- Data in memory lost
- State of transaction lost

◆ Failure -> recovery needed!



# The system Log

- ◆ Keeps track of all transaction operations that affect the values of database items.
- ◆ Use log to recovery from transaction failures.
- ◆ The log is kept on disk, so it is not affected by any type of failure except for disk or catastrophic failure.
- ◆ The log is periodically backed up to archival storage (tape) to guard against such catastrophic failures.

# Types of Log record

1. [start\_transaction,T]: Records that transaction T has started execution.
2. [write\_item,T,X,old\_value,new\_value]: Records that transaction T has changed the value of database item X from old\_value to new\_value.
3. [read\_item,T,X]: Records that transaction T has read the value of database item X.
4. [commit,T]: Records that transaction T has completed successfully, and affirms that its effect *can be* committed (recorded permanently) to the database.
5. [abort,T]: Records that transaction T has been aborted.

# Force writing a log

- ◆ *Before* a transaction reaches its commit point, any portion of the log that has not been written to the disk yet must now be written to the disk.
- ◆ How to use log for recovery?
  - Lecture 12.



These slides are based on the textbook:

R. Elmasri and S. Navathe, *Fundamentals of Database System*, 7th Edition, Addison-Wesley.